SNSP-6M-UKV

METAL MARINES™

Instruction Booklet

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

MINDSCAPE

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INTRODUCTION

Anti-matter, the ultimate source of energy was also the ultimate weapon. Since they are cheap and easy to manufacture, countries across the world stock-piled these new instruments of mass destruction. One simple accident set off a chain reaction that shattered the Earth. Out of the chaos only the military infrastructure of the Federation remained. Declaring martial law, a general of the Federation assumed control of Earth. His only rivals were the space colonies.

After a failed federation attack on a space station, the colonies realised their peril and united to overthrow the dictator. A huge space ship was built to support the campaign the liberate Earth.

As the ship approaches Earth you strain to recognise familiar features on the twisted planet below. Once mighty continents have become chains of islands. So much has been lost. There is always hope. You are the hope for the survival of the colonies. You flick the monitor to Bay 1. The men and women of Landing Force Delta are arming their machines. Metal Marines – tons of hardened alloy steel, computers, weapons – rule the modern battlefield. In your Command Pod you'll decide their from your monitor. Cyber-combat and you are in command.

ORDERS

Your orders are as follows:

- Defeat the Federal Forces.
- Destroy enemy Headquarters in each theatre of operations.
- You will be issued three headquarters for each campaign. If all three headquarters are destroyed you will be relieved of command.

Good Luck!

Starting Up

Read on to learn how to jump straight into the combat.

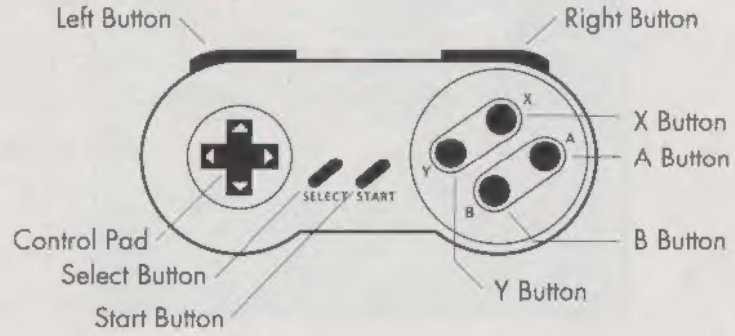
- From the Title screen press the Control Pad to highlight Start.
- Press the Start button to advance to the Operations screen.

Operations Screen

- Press the Control Pad to highlight Start.
- Press the A button to advance through the text screens.
- Press the control pad to select an area to deploy your H.Q.
- Press the A button to deploy.
- Deploy all the H.Q.s.
- Press the A button to begin.

Basic Training

Listen up troop, if you want to command in this army, you'll have to learn the basics. Keep on reading and give me twenty! What are you waiting for? An invitation? Move!



Control Pad
- Press to highlight icons.
- Press to select area to deploy units.

A button
- Press to advance text.
- Press to deploy units.
- Press to select highlighted icons.

B button
- Press to advance text.
- Press to select highlighted icons.
- Press to unselect highlighted icons.

X button
- No functions.

Y button
- Press to return Metal Marine to automatic attack mode.

L/R buttons
Press to scroll between unit select screen and unit data screen in attack mode.

Start button
- Press to pause during game play.

Select button
- No functions.

Game Screen

Map of your island

Icons

War Funds: Indicates available War Funds.

Energy Meter: Indicates available energy

Unit Cost: Indicates cost of selected unit

Selected Icon: Indicates currently selected icon

Officers Candidate School

Now that you've got the basics down, we'll see if you have what it takes to be a leader. Read the following section carefully. Your final exam will be combat.

Deploying units

You'll start off some operations with some units already deployed. You can be sure that you'll need more to get the job done. This section will make you an expert on the logistics of deploying a military unit.

I. War funds

Nothing is free, even in the army. It's up to you to balance your budget for victory. Your funds increase over time. Save up your war funds to purchase expensive items.

- Total War Funds available are shown in the War Funds box.
- Unit costs are shown in the Unit Cost box.
- Purchase a Supply H.Q. to increase the rate that your War Funds accumulate.

II. Deployment

- Press the Control Pad to highlight the unit you wish to deploy.
- Check the unit cost to see if sufficient funds are available.
- Press the A button to select a highlighted unit.
- If adequate funds are available a yellow cursor will appear on the map.

- Press the Control Pad to select the area where you wish to deploy the unit.
- Press the A button to deploy the unit.
- You will return to the highlighted icon.
- Press the B button to unselect icon.

Note: Once deployed a unit will begin construction. The unit must finish construction before it becomes functional.

Unit under Construction

Attacking

The best defence is a devastating offence. Read this section to take the initiative and send them packing like the cowards they are.

I. Energy

You might have built a pretty little army, but it doesn't run on beans. These high -,monsters need serious amounts of Energy to keep them on the move. The Energy Meter on the game screen shows the amount of available energy. Like your War Funds, Energy increases over time.

- Build an Energy Plant to increase the rate your energy accumulates.

II. Attacking

- Press the control pad to highlight the Attack icon.

Attack Icon

- Press the A button to advance to Unit Select screen.

Selected Units Box

- Press the control pad to highlight units for the attack.

Selecting a Target

Note: Only eligible units will appear in the Selected Units Box when highlighted.

- Press the A button to select highlighted unit.
- The screen will automatically scroll to the enemy island.
- Press the Control Pad to highlight a target.

Note: Missiles target individual squares. Metal Marines target an Area of Operation indicated by the blue box. The Metal Marines must clear all enemies in their Area of Operation before they can return to your island.

- Press the Control Pad to select highlighted target.
- Press the B button. A red light will flash next to "OK" on the selected units box.
- If you are not satisfied press the Control Pad to the right. The red light next to Abort will flash.
- Press the A button to abort your attack and return to the game screen.

Note: Press the R button to advance the selected Units Box to the Unit Data Box (see page 20 for more details).

- Press the L button to return to the Selected Units Box.

III. Metal Marines

You have tactical control over your Metal Marines. This section will brief you on positioning Metal Marines in enemy territory.

- After you've followed the instructions in section II (Attacking), a drop ship will appear to shuttle your Metal Marines to enemy territory. The screen will automatically scroll to the Area of Operation you selected. If the drop ship survives A.A. fire, a cursor will appear on the screen.

Area of Operation

- Press the control Pad to select the area you wish to place a Metal Marine.
- Press the A. button to place the Metal Marine.
- After all Marines are placed, a window will appear.

Placing Metal Marines

- If you are satisfied with your placement press the A button to start the battle.
- If you would like to change the placement press the Control Pad to highlight No.
- Press the A button to begin placement again.

IV. Tactical Control of Metal Marines

You have tactical control over your troops. This allows you to control the movement of one Metal Marine at a time. Weapons fire automatically. Metal Marines that are not controlled will automatically attack the closes enemy unit.

- An orange cursor will appear when the battle has begun.
- Press the Control Pad to move the cursor and view the Area of Operation.

Orange Cursor

- Press the Control Pad to move the cursor over the Metal Marine you wish to control.
- Press the B button to control selected Metal Marine.
- Press the Control Pad to manoeuvre selected Metal Marine.
- Press the Y button to return Metal Marine to automatic attack mode.

COLONIAL HARDWARE HANDBOOK

The Colonies have an impressive array of hardware at your command. The hardware is broken down into four categories: Offensive Weapons, Defensive Weapons, Logistics and Miscellaneous. Hit the books before you hit the beaches or you'll be sorry.

Offensive Weapons

Missiles: These brutes serve two functions: reconnaissance and offensive firepower.

Reconnaissance: When you begin an operation you have no idea where the enemy has deployed his forces. Missiles locate units as they fly over enemy territory.

- Launch missiles to locate enemy units.

Enemy units located by missile

Offensive: Missiles are a cost effective way to destroy enemy forces. Locate enemy units that aren't protected by A.A. and blast them away!

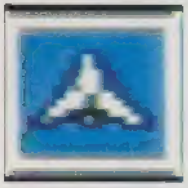
Metal Marines: The ultimate fighting machines! Use them to clear A.A. defences so your missiles can strike enemy logistics and ground defences. They will also defend if an enemy ground attack is launched against them.

I.C.B.M: These monsters are the ultimate in ballistic firepower. They are expensive and take quite a while to construct, but they pack a wallop!

Defensive Weapons

A.A. Missile: Anti-aircraft missiles are vital to any defence. These missiles can be used to shoot down enemy missiles and enemy drop ships. Always a safe purchase.

Gun Pod: These heavily armoured emplacements defend against enemy ground attacks. Use them to protect your H.Q., logistics and A.A. defences.



Land Mine: Enemy Metal Marines are destroyed when they walk on land mines. Keep them in mind.

Radar: Radar improves the accuracy of your A.A. missiles. Radar is a good thing to purchase and a good thing to destroy if you can locate enemy radar position.

Dummy Base: Building a dummy base might trick your opponent into wasting resources. Remember they can build dummy bases as well.

Dummy Unit: Like the dummy base, dummy units are used as a decoy to draw enemy attacks away from real units.

Logistics

Supply H.Q.: These units increase the efficiency of your supply system. This saves you money which allows your War Fund to accumulate faster!

Energy Plant: This plant produces critical fuels that keep your army on the move. A good buy when you're planning a big offensive.

Factory: Purchase a factory to increase the production time of units. The faster you build them, the faster they can fight.

Levelling: You can only deploy units on clear, flat ground. The levelling icon will allow you to clear trees and houses to allow deployment of a unit.

Miscellaneous

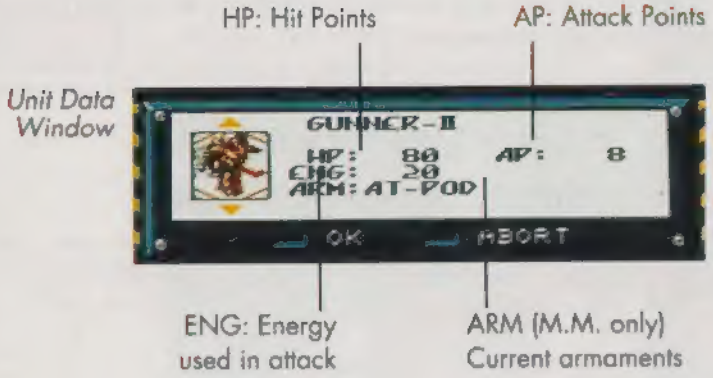
Grid Mode: Activating this icon will cause a grid system to be placed over the island. Useful for planning unit deployment.

- Press the A button to activate the grid.

Grid Activated

Info: Use this icon to find out about each unit deployed.

- Activate this info icon to advance to Unit Select screen.
- Press the Control Pad to highlight the unit you wish to review.
- Data for the highlighted unit will be displayed in the Unit Data window.



Unit Delete: This function will delete a unit currently deployed.

- Activate the Delete icon.
- Press the Control Pad to highlight the unit to be deleted.
- Press the A button to delete highlighted unit.

Attack: This icon allows you to plan attacks. See the Attacking section for more details.

Radio: You will occasionally receive radio communications from the enemy that will appear automatically on the screen. This icon allows you to skip those messages.

- Activate the Radio icon.
- Press the Control Pad to highlight No.
- Press the A button to turn off the radio.

Build: This icon allows you to power up certain units. Units that can be powered up are: Metal Marines, Missiles, and A.A. Missiles.

- Activate the Build icon.
- Press the Control Pad to highlight the unit to be powered up.
- Make sure you have enough War Funds to power up the selected unit.
- Press the A button to power up selected unit.
- Unit will begin reconstruction.

MM S. Arm: This icon allows you to upgrade Metal Marine Weapons. Upgrades are immediate and cost no war funds. Three packages exist: Anti-Metal Marine, Anti-Gun Pad and Normal (general purpose). Each package is tailored to a specific mission. To upgrade weapons follow the instructions below:

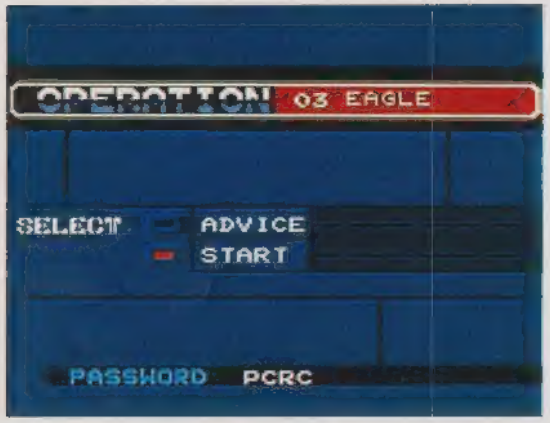
- Activate M.M.S. A icon
- Press the Control Pad to highlight unit to be armed.

Arming Window

- Press the A button to open Arming window.
- Press the Control Pad to highlight the weapons package you wish to use.
- Press the A button to arm the Metal Marine with the selected package

PASSWORD

Passwords allow you to continue the game at beginning of an operation. Passwords are four-letter codes given on the Operations screen. Write them down!



Operations Screen

- From the Title Screen press the Control Pad up/down to highlight password.
- Press the Start button to advance to the Options screen.

Options Screen

- Press the Control Pad up/down to change characters.
- Press the Control Pad left/right to move to the next character.
- After completing the Password press the Start button.
- Entering a correct password will change the field number to the corresponding operation you are about to begin.
- Press the Control Pad up/down to highlight Exit.
- Press the Start button to advance to the Operations screen and begin the game.

War College

- Be aggressive!
- Study the manual to learn about all your weapons.
- Build Energy Plants and Supply H.Q.s to support offensives.
- Concentrate on offensive weapons.
- Place one base in an obvious area. If the enemy locates this base they will waste time attacking it. Hopefully enough time for you to take them out!
- When attacking with Metal Marines use the Area of Operations to your advantage. Don't attack gun pods or other Metal Marines unless you have to. Concentrate on targets that can't fight back.
- Use missiles to clear out ground defence.

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